JavaScript

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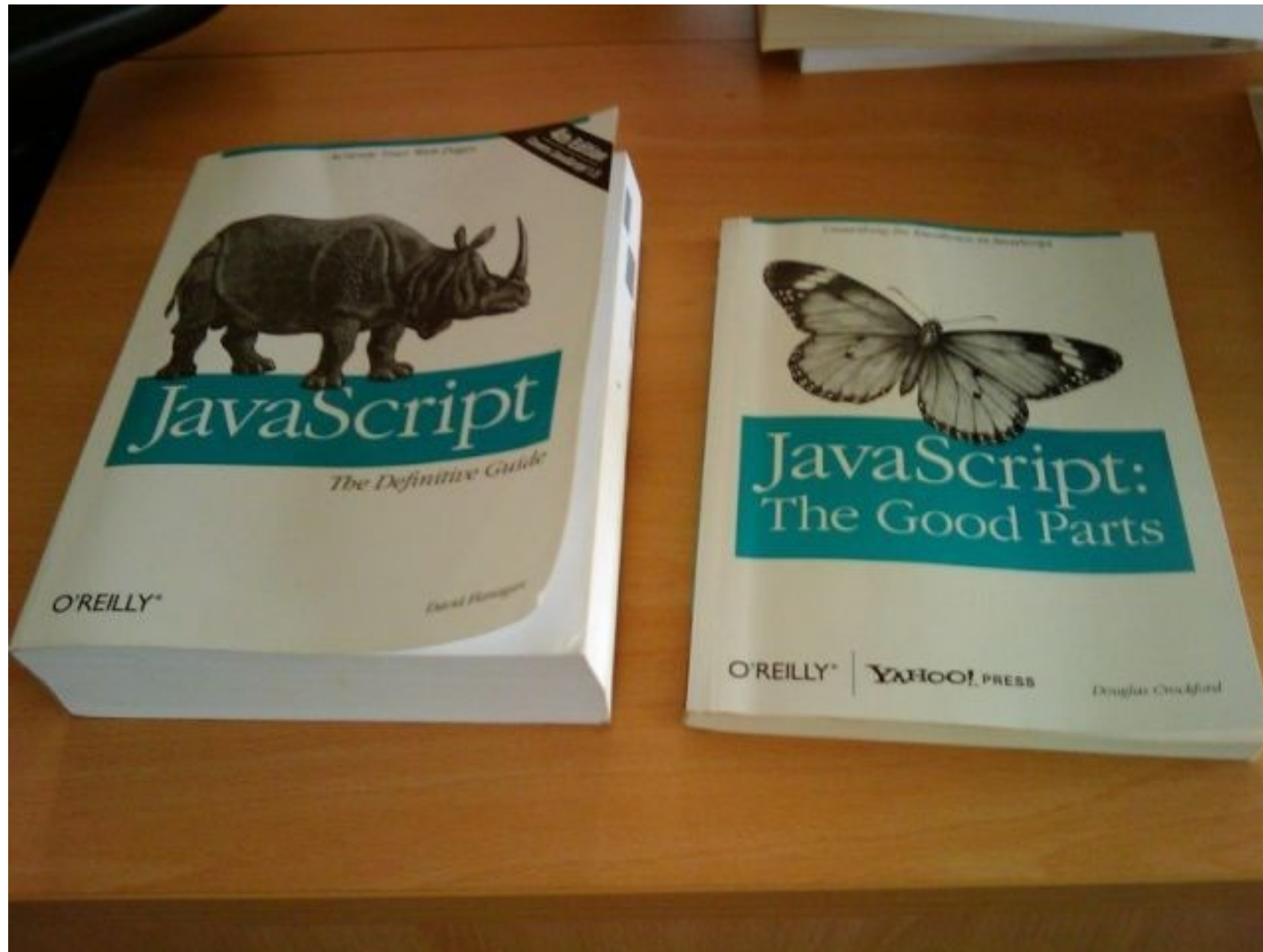- Microsoft C# MVP

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Agenda

- Getting to know JavaScript and its environments

- Thoughts on modularization

- Putting it together

Getting to know JavaScript

- What for?

- How?

- Making fun of it - the crazy (technical) stuff

The thing about JavaScript is…

JavaScript - What for?

- Code-behind for HTML

- Server code

- Running anywhere? For any purpose?

Demo

Various pieces of code in different environments

JavaScript - How?

- Notepad? Sublime? Visual Studio? Other IDEs? There are choices!

- On its own? jQuery? Underscore? Node.js? More choices!

- Debugging? Profiling? Testing? Deployment?

Demo

Some debugging

The crazy stuff

- JavaScript has evolved a lot...
- Basically a very simple language
- Very dynamic and flexible though!

Things to always keep in mind

- Semicolons are optional
- "this" is highly volatile
- Typing is dynamic
- IIFEs are powerful (resisting word play with "iffy" here)

Demo

Check this out!

(Fun with JavaScript)

If JavaScript was a vehicle...

Comment:

If you put big wheels and racing stripes on a golf cart, it's still a f(*&ing golf cart!

Don't get too excited…

- From a tweet:

```
"5" + 1 // returns "51" because 1 is converted to "1"
"5" - 1 // returns 4 because "5" is converted to 5
```

- Okay… so what do we take away from that?

What about ECMA Script?

- Version 5 current, version 6 (codename Harmony) in the works and expected to become a standard mid 2015

- Implementation of v6 features is ongoing

- v6 to v5 compilers exist (check out Traceur and others)

- New features include small syntax improvements as well as big things like DSL support, module standardization and metaprogramming features